

Lena Dias

Worcester, MA | business.lenadias@gmail.com

See my projects on my portfolio (lenadias.com)!

EDUCATION

WORCESTER POLYTECHNIC INSTITUTE

Graduated May 2023

Bachelor of Science

Double Major in Computer Science; Interactive Media and Game Development

Cumulative GPA: 3.80/4.0; Dean's List 2019–2023

CS Coursework: Human-Computer Interaction, Object-Oriented Analysis & Design, Artificial Intelligence, Databases, Algorithms, Operating Systems

Gamedev Coursework: Advanced Storytelling: Quest Logic & Level Design, Technical Game Development

WORK EXPERIENCE

WATERS CORPORATION — SOFTWARE ENGINEERING INTERN

Summer 2022

- Contributed to industry-standard software, working on enhancements and defects in an existing C++ codebase
- Used Agile methodology with Atlassian suite tools (Jira, Confluence, Bitbucket) and daily/weekly stand-up meetings

SKILLS

Languages: Native in English; Basic Spanish

Programming Languages: C; C++; C#; Java; Javascript; HTML; CSS; Python; SQL; Unreal Blueprint

Game Engines: Unreal Engine; Unity; Ren'Py

Version Control: Git; GitHub; Atlassian (Jira, Confluence, Bitbucket)

IDEs: Visual Studio; Visual Studio Code; Eclipse; JetBrains IDEs

OS: Windows; Linux / Ubuntu

Methodologies: Agile, Scrum, Waterfall

Other Skills: Professional writing (rhetorical, documentation); Rhetorical analysis; Experience design; Production management; Creative design; Playtesting/QA experience

PROJECTS (see them at lenadias.com)

NEUROTYPED CAFE — VISUAL NOVEL (PROVOST'S AWARD WINNER)

2022–2023

- Worked around the limits of the Python-based Ren'Py game engine, which was built for a very specific purpose
- Scripted dialogue, character appearances, text effects, sound, and portrait movement throughout the 2+ hour game
- Clarified experience goals and ensured all parts of the game reinforced core themes
- Decided on various UI "juice" effects to improve user experience such as screen shake, sound feedback, tooltips, etc.
- Carefully managed project scope when coordinating responsibilities of a multidisciplinary 5-person team
- Created multiple vertical slices to gather and incorporate playtesting feedback

SLAPSTICKERS — COMPETITIVE MULTIPLAYER 3D PLATFORMER

2022

- Solidified game's central metaphor to facilitate goofy, chaotic, slapstick gameplay that's still deep!
- Programmed battery-carrying mechanic, particle effects, menus

PORTFOLIO SITE — HTML & CSS WEBSITE

2021

- Programmed entirety of website, restructuring old code for maintainability and readability
- Included accessibility, search engine optimization, and mobile device compatibility features

SLIDE SANCTUARY — PUZZLE GAME

2021

- Programmed entirety of game; player movement, lock-and-key system, inventory, audio, and level loading from image files

MAPPING ENVIRONMENTAL JUSTICE

2021

- Collaborated with City of Chelsea officials and advisor to identify communities at environmental risk
- Gathered and parsed data from city records and federal organizations to generate and present maps using ArcGIS

ACTIVITIES

INTERNATIONAL GAME DEVELOPERS ASSOCIATION (IGDA)	2019–2022
DIVERSITY IN GAMES (DiG)	2019–2023
THE ALLIANCE, WPI OSTEM AFFILIATE CHAPTER	2019–2023

AWARDS

WPI IMGD MQP PROVOST'S AWARD	2023
• Awarded by game development department to the best senior project (for Neurotype Cafe)	
WPI IMGD JUNIOR COMMUNITY LEADER AWARD	2022
• Awarded by the game development department after nomination by fellow students for contributing to the WPI game dev community and being an inspiration to LGBTQ+ students	
WPI DEAN'S LIST	2019–2023